

Amendment and Response

Applicant: James Friskel

Serial No.: 10/058,097

Filed: January 29, 2002

Docket No.: 200400110-1

Title: SYSTEM AND METHOD FOR DEVELOPING AND PROCESSING A GRAPHICAL USER INTERFACE FOR A COMPUTER APPLICATION

IN THE CLAIMS

Please cancel claims 33, 39, and 45 without prejudice.

Please amend claims 29, 35, and 41 as follows:

1-28. (Cancelled)

29. (Currently Amended) A method of creating and modifying a graphical user interface (GUI) using a graphics file and configuration file pair, comprising:

executing a graphics engine process on a user computer, wherein the user computer is connected to a server computer through a computer network;

accessing said graphics file on the user computer with the graphics engine process, wherein said graphics file comprises the full extent and external boundary of said graphical user interface;

accessing said configuration file on the user computer with the graphics engine process~~which~~ wherein said configuration file comprises header information, skin points and activation region definitions, wherein said activation region definitions comprise definitions associated with importing dynamically linked library (dll) files into a process running on a computer system and the initiation of a recursive use of respective graphics file and configuration file pairs;~~and~~

updating said graphics file and said configuration file with the server computer; and
modifying data in said graphics file and configuration file pair with the graphics engine process to effect the creation and modification of said GUI.

30. (Previously Presented) The method of claim 29 wherein an activation region type for said activation region points to a third computer file comprising a plurality of parameters corresponding to a second graphical image, wherein said second graphical image is defined in a fourth computer file.

31. (Previously Presented) The method of 29 wherein a processing of said graphics file and said configuration file comprises:

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defining a polygon corresponding to an external boundary of the graphical image corresponding to said graphics file and configuration file pair, wherein said polygon comprises a non-rectangular irregular shape;

storing information regarding said polygon in a computer system; and

partitioning said graphical image into transparent and visible color regions using the information regarding said polygon.

32. (Previously Presented) The method of claim 29 wherein said configuration file is read for processing said graphics file.

33. (Cancelled)

34. (Previously Presented) The method of claim 29 wherein a state of said GUI is selected from the group consisting of default state, selected state and activated state.

35. (Currently Amended) A computer readable medium having computer-executable instructions for performing steps, comprising:

executing a graphics engine process on a user computer, wherein the user computer is connected to a server computer through a computer network;

retrieving a graphics file on the user computer with the graphics engine process, wherein said graphics file comprises the full extent and external boundary of said graphical user interface;

retrieving a configuration file on the user computer with the graphics engine process ~~which~~ wherein said configuration file comprises header information, skin points and activation region definitions, wherein said activation region definitions comprise definitions associated with importing dynamically linked library (dll) files into a process running on a computer system and the initiation of a recursive use of respective graphics file and configuration file pairs; ~~and~~

updating said graphics file and said configuration file with the server computer; and

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modifying data in said graphics file and said configuration file to effect the creation and modification of a graphical user interface (GUI) wherein said graphics file and said configuration file constitute a graphics file and configuration file pair that effects the direct creation and modification of a single GUI.

36. (Previously Presented) The medium of claim 35 wherein an activation region type for said activation region points to a third computer file comprising a plurality of parameters corresponding to a second graphical image, wherein the second graphical image is defined in a fourth computer file.

37. (Previously Presented) The medium of 35 wherein a processing of said graphics file and said configuration file comprises:

defining a polygon corresponding to an external boundary of the graphical image corresponding to said graphics file and configuration file pair, wherein said polygon comprises a non-rectangular irregular shape;

storing information regarding said polygon in a computer system; and

partitioning said graphical image into transparent and visible color regions using the information regarding said polygon.

38. (Previously Presented) The medium of claim 35 wherein said configuration file is read for processing said graphics file.

39. (Previously Presented) The medium of claim 37 wherein at least one of the group consisting of said graphics file and said configuration file is dynamically updated by a server computer coupled to the computer system.

40. (Previously Presented) The medium of claim 35 wherein a state of said GUI is selected from the group consisting of default state, selected state and activated state.

41. (Currently Amended) A ~~device~~ system comprising:

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a memory on a user computer, wherein the user computer is coupled to a server computer over a computer network; and

a processor coupled to said memory, said processor for executing operations of a method for creating and modifying a graphical user interface (GUI) using a graphics file and configuration file pair comprising:

receiving from said memory, data from said graphics file, wherein said graphics file comprises the full extent and external boundary of said graphical user interface;

receiving from said memory data from said configuration file which comprises header information, skin points and activation region definitions, wherein said activation region definitions comprise definitions associated with importing dynamically linked library (dll) files into a process running on a computer system and the initiation of a recursive use of respective graphics file and configuration file pairs;~~and~~

updating said graphics file and said configuration file with the server computer; and

transforming data in said graphics file and configuration file to effect the creation and modification of said GUI.

42. (Previously Presented) The system of claim 41 wherein an activation region type for said activation region points to a third computer file comprising a plurality of parameters corresponding to a second graphical image, wherein the second graphical image is defined in a fourth computer file.

43. (Previously Presented) The system of 41 wherein a processing of said graphics file and said configuration file comprises:

defining a polygon corresponding to an external boundary of the graphical image corresponding to said graphics file and configuration file pair, wherein said polygon comprises a non-rectangular irregular shape;

storing information regarding said polygon in a computer system; and

partitioning said graphical image into transparent and visible color regions using the information regarding said polygon.

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44. (Previously Presented) The system of claim 41 wherein said configuration file is read for processing said graphics file.

45. (Cancelled)

46. (Previously Presented) The system of claim 41 wherein a state of said GUI is selected from the group consisting of default state, selected state and activated state.